



# Christmas Error Correction: Teacher's Notes

<b>Target Structure:</b>	Various – Error Correction
<b>Vocabulary:</b>	General / Christmas Theme
<b>Level:</b>	Elementary to Intermediate
<b>Time:</b>	20 minutes
<b>Preparation:</b>	Cut up cards. Enlarge board, if possible.

## Suggested Teaching Method

This game works using the same rules as our 'Snakes and Ladders' games.

- There are two different question packs – one for elementary, and the other for intermediate.
- Check through the questions and discard any which are inappropriate for your class.
- Students should work in pairs or threes. If you have lots of students, make teams.
- Give one board to each group. They also need a dice and counters.
- Place all counters on the start square. The cards should be in a pile (shuffled), upside-down.
- Roll the dice. Proceed forward by the number on the dice.

### Key to Squares:



The other team members should take a card, and read the sentence. The player must decide if it is correct or incorrect. If incorrect, the player must correct the error.

If the player answers correctly, he/she can remain on the square. If the player is wrong, he/she must place the counter back to the last position.

The answers given are suggestions. Other answers may be possible.



The other team members should take a card, and read the sentence. The player must decide if it is correct or incorrect. If incorrect, the player must correct the error.

If the player answers correctly, (s)he can then move forward by the number of spaces written on the decoration. There's no need to answer another question.



If a player lands on an arrow, (s)he must move back by the number of spaces written by the arrow. It is not necessary to answer a question.



This is a 'safe' square. The player does not need to answer any question.

In the event you run out of questions, the students furthest ahead are declared winners.

**Question packs can be downloaded from:**

<http://www.handoutsonline.com/christmas>